

## Thoughts.Game.GameMap.MapEvent

- + name
- + maxDistance
- + executeWithTimeElapse
- + executerMustOwnAttribute
- + consequences
- + tryToCoverRequirementsIfNotMet
- + requirements

- + Execute()
- + ToString()
- + IsDistanceMet()
- + GetRequirementsNotMet()
- + ConsequencesCover()